

Worksheet 1 Thinking abstractly

Task 1

1. Give examples of some problems which can be tackled by building models or computer simulations

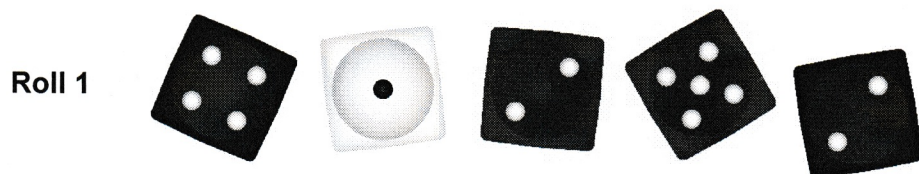
What factors would be irrelevant?

Worksheet 1 Thinking abstractly

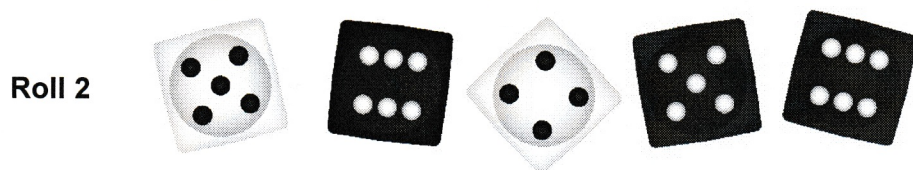
Unit 10 Computational methods

Task 2

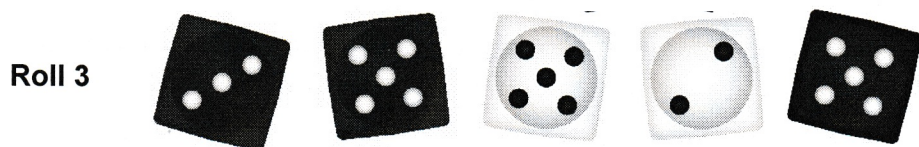
3. Solve this puzzle.



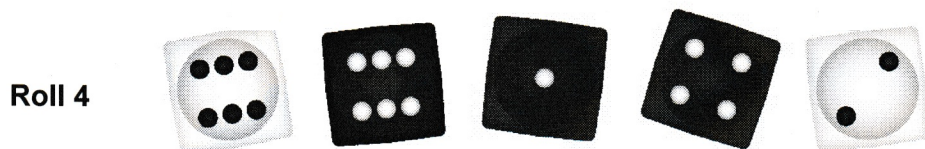
The answer to Roll 1 is: 4



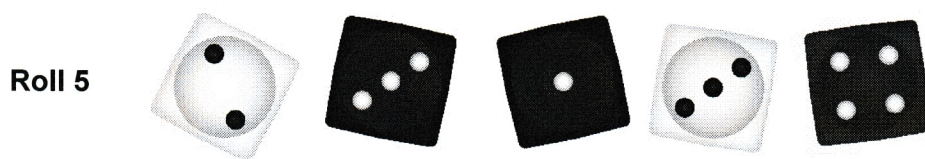
The answer to Roll 2 is: 8



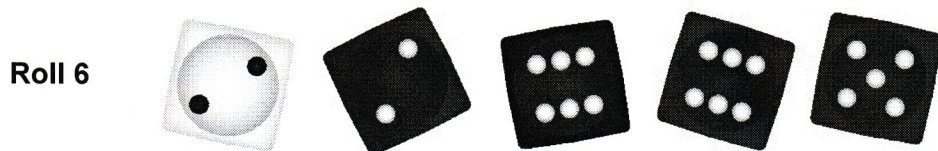
The answer to Roll 3 is: 14



The answer to Roll 4 is: 0.



The answer to Roll 5 is: 4



What is the answer to Roll #6?

Why?